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⑬ Int. Cl.<sup>4</sup>: G07F 17/34

⑭ **SOLICITUD DE MODELO DE UTILIDAD** U

⑮ Fecha de presentación: <b>30.03.87</b>	⑰ Solicitante/s: <b>Recreativos Franco, S.A.</b> <b>Alfonso Gómez, 4</b> <b>28037 Madrid, ES</b>
⑯ Fecha de publicación de la solicitud: <b>01.03.89</b>	⑱ Inventor/es: <b>Benito Rivero, Francisco</b>
	⑲ Agente: <b>García Bravo, Antonio</b>
⑳ Título: <b>Dispositivo de juego complementario para máquinas recreativas con o sin palanca de arranque.</b>	

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Venta de ejemplares: Registro de la Propiedad Industrial. C/Panamá, 1 - 28038 Madrid

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## DESCRIPCION

Dispositivo de juego complementario para máquinas recreativas, con o sin palanca de arranque.

El presente Modelo de Utilidad se refiere a un dispositivo conducente a completar y añadir atractivo a una máquina recreativa a la cual se adapta y que puede disponer o no de palanca de arranque, con lo cual se premia la constancia, mejora el atractivo general y mantiene el interés del jugador, a lo largo y al terminar las jugadas normales.

El interés del juego, es evidente, queda centrado en la combinación primaria que aparece, después de los movimientos correspondientes, en las tres ventanas alineadas que forman o no una combinación premiada que desencadenará o no la entrega del premio en el monedero correspondiente, con una opción suplementaria de determinados avances que permiten combinar la figura de la ventana central y solitaria y trasladarla a cualquiera de las ventanas alineadas hasta alcanzar premio si ha lugar y, todo ello, actuando personalmente sobre determinados botones que permiten aumentar la sensación personal de modificar el azar con una actuación más o menos acertada, ya reivindicado en el Modelo 270.565 de la propia solicitante.

Sin embargo y teniendo en cuenta la rapidez con que se producen todos estos pasos, podría llegar a una saturación del interés y enfriar la atención del jugador, hasta el extremo de cansarle y obligarle a abandonar la partida en perjuicio de la buena marcha de la probabilidad de aciertos y plenos, por lo que se ha ideado añadir un juego complementario, de alguna forma enlazado con el básico o general de la máquina, mediante el cual se premia la constancia y añada un atractivo más que realza y apasiona a quien juega y tienta el básico o principal.

Con el fin de comprender mejor el alcance de esta invención vamos a describirla sobre el dibujo de la adjunta lámina y en la cual se ha materializado una realización preferida de la misma dada a título de ejemplo sin carácter limitativo.

En el dibujo que muestra una vista frontal de una máquina recreativa a la que se ha adaptado el dispositivo de juego complementario a la presente invención podemos ver el frontal de juego (1) con palanca de arranque (4) o botón de puesta en marcha (4) que serán actuadas después de haber introducido la moneda apropiada en el mone-

dero (12), con posibilidad de utilizar monedas de mayor valor en el monedero (7) y cuya diferencia quedará como crédito en la máquinas o será devuelta al pulsar el botón (5).

Puesta en actividad la máquina aparecerán en las ventanas alineadas (10) una serie de figuras cuya combinación ha de formar un conjunto ganador de los programados en los paneles (3) del frontal superior y con posibilidad de realizar una serie de avances trasladando la figura de la ventana solitaria (9) a las (10), forzando una combinación ganadora, con solo pulsar el botón (11) que se corresponda con la ventana a modificar (10), y que en caso de no acertar pese a todas estas facilidades, incluidos los créditos reflejados en la ventana partida (8) y actuando sobre los botones (6), podría acertarse la posibilidad de jugar en el complementario con posibilidad reflejada en cualquiera de las ventanas (10).

Dicho juego complementario está constituido por la disposición de un disco de ruleta (2) estática, situada en el frontal superior de la máquina, dotada de una corona circular periférica provista de numerosos sectores o divisiones en que se indican numerosos valores correspondientes a posibles premios; asimismo, se han previsto uno o más botones (6), de modo que de acuerdo con el programa preestablecido en los circuitos de la máquina, se active alguno de dichos botones de modo que sea posible actuar sobre cualquiera de ellos enviando uno o más impulsos que actúan sobre un motor en cuyo eje se dispone un brazo ortogonal dotado de un punto luminoso, de modo que al girar, independientemente del o de los juegos de la máquina, o siguiendo un programa preestablecido, dicho punto luminoso coincida sucesivamente sobre los sectores de corona de la ruleta (2), hasta su detención en uno de ellos, generador del premio complementario indicado, que será materializado por medios conocidos en el monedero de recepción.

Dentro de la esencialidad de la invención caben variantes de detalle, asimismo protegidas y así podrá ser cualquiera el medio de arranque de la máquina, cualquiera la disposición relativa de las ventanas combinatorias, cualquiera los botones a pulsar en cada caso, cualquiera la marcación posicional del premio obtenido y, desde luego, cualquiera las dimensiones y materias en que se realice.

El presente Modelo de Utilidad ha de recaer sobre las reivindicaciones que se indican a continuación.

## REIVINDICACIONES

1. Dispositivo de juego complementario para máquinas recreativas, con o sin palanca de arranque, del tipo que consta de una ventana rectangular dispuesta en el lado superior de un panel frontal, debajo de la cual se ve un conjunto de tres, todas iguales, cubriendo el centro del panel y que traslucen figuras caprichosas y que se sitúan, a su vez, encima, correlativamente de otra fila de pulsadores iluminados para realizar los traslados voluntarios de la figura aparecida en la ventana superior solitaria a cualquiera de las ventanas alineadas inferiores forzando la combinación ganadora y a tenor de los avances plasmados en ventana partida que permite otras tantas tentativas,

caracterizado por constar de una ruleta estática cuya corona perimetral está dividida en números sectores, cuya ruleta se encuentra situada en el centro del frontal superior de la máquina, mientras que en la zona de mando se instalan los botones, que pueden ser activados para que a través de su pulsación se proporcionen impulsos eléctricos a un motor en cuyo eje motriz se encuentra fijado un brazo giratorio en cuyo extremo se sujeta un punto luminoso, que en su movimiento, a velocidad angular constante describe un arco determinado y en función del impulso eléctrico obtenido, deteniéndose en un punto fijado.

2. Dispositivo de juego complementario para máquinas recreativas, con o sin palanca de arranque.

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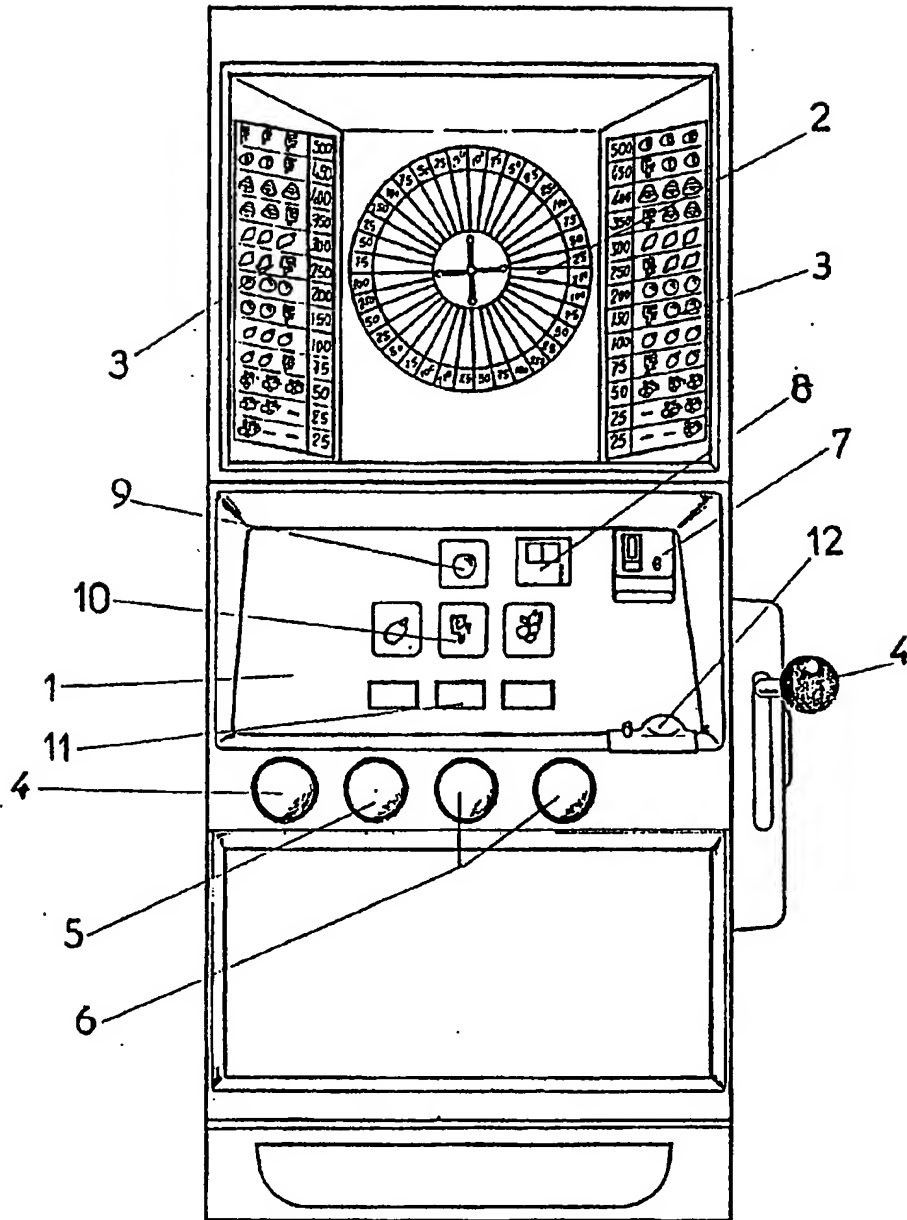
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**APPLICATION FOR UTILITY MODEL**

**U**

22- Filing Date: <b>03.30.87</b>	71 Applicant(s): <b>Recreativos Franco, S.A. Alfonso Gomez, 4 28037 Madrid, ES</b>
43- Application Publication Date: <b>03.01.89</b>	72 Inventor(s): <b>Benito Rivero, Francisco</b>
	74 Agent: <b>Garcia Bravo, Antonlor</b>
54- Title: <b>Supplementary gambling device for game machines with or without a lever.</b>	

**ES 1 0007 715 U**

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1

## DESCRIPTION

Supplementary gambling device for game machines, with or without a lever.

This Utility Model refers to a device intended to enhance and add appeal to a game machine to which it is adapted, which may or may not have a lever and with which constancy is rewarded, overall attractiveness is improved, and the player's interest is maintained during the normal plays.

Obviously, the game's main focus is on the main combination displayed in the three aligned windows after the corresponding moves in those windows, which may or may not be a winning combination awarded in the corresponding coin assembly. The game has an additional option of certain maneuvers that enable the player to combine the figure in the single main window by transfer it to any of the aligned windows, endeavoring to win a prize by manipulating certain buttons, which increases the player's sense of modifying his chances by using his own skills. Such device was claimed in Model 270.565 of the current applicant.

However, considering the speed with which all these steps take place, the player's interest could become saturated, leading to fatigue and abandonment of the game, to the detriment of any progress made towards prize-winning numbers and combinations. Therefore, an additional game has been designed, which is linked to the machine's basic or overall game, in which constancy is rewarded and provides an added attraction to the player playing the basic or primary game.

In order to better understand the scope of this invention, following is a description based on the drawing of the attached page, providing an illustrative, non-restrictive example of the same.

The drawing, which shows a front view of the game machine to which the supplementary game device has been adapted, provides a frontal view of the game (1) with the start lever (4) or startup button (4) that will be activated after inserting the appropriate coin in the coin assembly (12), with the possibility of using

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coins of greater value in the coin assembly (7) and whose difference in price will remain as a credit in the machine or returned when the button is pushed (5).

When the machine is set in motion, a series of figures, whose combination may constitute a winning group of those shown on the panels (3) on the upper front portion, appear in the aligned windows (10). The player may make a series of maneuvers by transferring the figure in the single window (9) to the [sic] (10), making a winning combination by merely pushing the button (11) corresponding to the window to be modified (10). If there is no win in spite of these maneuvers, including the credits reflected in the partitioned window (8), using the buttons (6), the player may play using the supplementary device with the result being shown in any of the windows (10).

Said supplementary game consists of a stationary roulette wheel (2) located on the upper front portion of the machine, which has a circular surface running around its circumference with numerous sections or divisions containing numbers denoting the values of possible prizes. In addition, the machine has one or more buttons (6) such that, according to the program pre-established in the machine's circuits, one of said buttons may be activated so that any of them can be pushed, which will send one or more impulses to a motor whose axis has an orthogonal arm with a luminous point. When it spins, either independently of the machine's game(s) or following the pre-established program, said luminous point passes along the sectors of the roulette's circumference (2) until it stops on one of them, pointing to the indicated supplementary prize, which will be awarded by the usual means in the coin tray.

The basic design of the invention allows for variations in the means of the machine's startup, relative placement of the combination windows, the buttons to be used in each occasion, location of the display of the prize obtained and, of course, variations of sizes and graphics used to play the game.

This Utility Model is defined in the claims indicated below.

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#### CLAIMS

1. Supplementary gambling device for game machines, with or without a start lever, having a rectangular window located in the upper portion of a front panel, under which there is a set of three identical windows covering the center of the panel, showing random figures, located above another row of correlating illuminated buttons for transferring the figure that appears in the single upper window to any of the lower aligned windows, making a winning combination according to the results shown in the partitioned window, allowing for further tries. The device is

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characterized by a stationary roulette wheel, which has a circular surface running around its circumference that is divided into numerous sectors. The roulette wheel is located on the center front of the machine, while the control panel has buttons that may be activated to provide electrical impulses to a motor whose axis has a rotating arm with a luminous point on the end. It spins at a constant angular speed in a circle according to an electrical impulse, stopping at a fixed point.

2. Supplementary gambling device for game machines, with or without a start lever.

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[See original for drawing.]

AGC00157653





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## **CERTIFICATION**

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**APPLICATION FOR UTILITY MODEL**

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<p>22- Filing Date: <b>03.30.87</b></p>  <p>43- Application Publication Date: <b>03.01.89</b></p>	<p>71 Applicant(s): <b>Recreativos Franco, S.A.</b> <b>Alfonso Gomez, 4</b> <b>28037 Madrid, ES</b></p> <p>72 Inventor(s): <b>Benito Rivero, Francisco</b></p> <p>74 Agent: <b>Garcia Bravo, Antonior</b></p>
<p>54- Title: <b>Supplementary gambling device for game machines with or without a lever.</b></p>	

**ES 1 0007 715 U**

ES 1 007 715 U

1

## DESCRIPTION

Supplementary gambling device for game machines, with or without a lever.

This Utility Model refers to a device intended to enhance and add appeal to a game machine to which it is adapted, which may or may not have a lever and with which constancy is rewarded, overall attractiveness is improved, and the player's interest is maintained during the normal plays.

Obviously, the game's main focus is on the main combination displayed in the three aligned windows after the corresponding moves in those windows, which may or may not be a winning combination awarded in the corresponding coin assembly. The game has an additional option of certain maneuvers that enable the player to combine the figure in the single main window by transfer it to any of the aligned windows, endeavoring to win a prize by manipulating certain buttons, which increases the player's sense of modifying his chances by using his own skills. Such device was claimed in Model 270.565 of the current applicant.

However, considering the speed with which all these steps take place, the player's interest could become saturated, leading to fatigue and abandonment of the game, to the detriment of any progress made towards prize-winning numbers and combinations. Therefore, an additional game has been designed, which is linked to the machine's basic or overall game, in which constancy is rewarded and provides an added attraction to the player playing the basic or primary game.

In order to better understand the scope of this invention, following is a description based on the drawing of the attached page, providing an illustrative, non-restrictive example of the same.

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coins of greater value in the coin assembly (7) and whose difference in price will remain as a credit in the machine or returned when the button is pushed (5).

When the machine is set in motion, a series of figures, whose combination may constitute a winning group of those shown on the panels (3) on the upper front portion, appear in the aligned windows (10). The player may make a series of maneuvers by transferring the figure in the single window (9) to the [sic] (10), making a winning combination by merely pushing the button (11) corresponding to the window to be modified (10). If there is no win in spite of these maneuvers, including the credits reflected in the partitioned window (8), using the buttons (6), the player may play using the supplementary device with the result being shown in any of the windows (10).

Said supplementary game consists of a stationary roulette wheel (2) located on the upper front portion of the machine, which has a circular surface running around its circumference with numerous sections or divisions containing numbers denoting the values of possible prizes. In addition, the machine has one or more buttons (6) such that, according to the program pre-established in the machine's circuits, one of said buttons may be activated so that any of them can be pushed, which will send one or more impulses to a motor whose axis has an orthogonal arm with a luminous point. When it spins, either independently of the machine's game(s) or following the pre-established program, said luminous point passes along the sectors of the roulette's circumference (2) until it stops on one of them, pointing to the indicated supplementary prize, which will be awarded by the usual means in the coin tray.

The basic design of the invention allows for variations in the means of the machine's startup, relative placement of the combination windows, the buttons to be used in each occasion, location of the display of the prize obtained and, of course, variations of sizes and graphics used to play the game.

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### CLAIMS

1. Supplementary gambling device for game machines, with or without a start lever, having a rectangular window located in the upper portion of a front panel, under which there is a set of three identical windows covering the center of the panel, showing random figures, located above another row of correlating illuminated buttons for transferring the figure that appears in the single upper window to any of the lower aligned windows, making a winning combination according to the results shown in the partitioned window, allowing for further tries. The device is

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2. Supplementary gambling device for game machines, with or without a start lever.

**[See original for drawing.]**



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